

SYNTHICIDE

FACTION SHEETS

FACTION NAME	RESOURCE	PARTY FAVOR
	POWER	PARTY HEAT
FACTION GOALS & HISTORY	STATUS NOTES	NOTABLE PARTY INTERACTIONS
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Hurting Factions	Heat Gained	Favor Lost
Foil minor faction goals or help enemies	+1	-2
Kill unimportant members	+2	-4
Foil major goals or greatly aid enemies	+3	-7
Kill important members	+5	-10

Helping Factions	Favor Gained	Heat Lost
Achieve minor faction goals	+1	0
Achieve major faction goals	+3	-1
Utterly crippling an enemy faction	+5	-3

Favor Level	Effect
0	No effect
1-2	Players can request 10% pay in advance
3-4	Players receive free meals, drinks, dock parking, and lodging in controlled areas
5-9	Players can request 20% pay in advance, Protection
10 (Maximum)	Players can request 50% pay in advance, may call in one or more favors (reduces favor level)

Heat	Effect
0	No effect
1-3	10% chance of verbal altercation – could turn violent.
4-6	40% chance of violence. Attack!
7-10 (maximum)	70% chance of violence. Call for backup and attack!

